Code:

```
#include<stdio.h>
#include<conio.h>

int main()
{
    int w, i, f, frames[50];

    printf("Enter the window size: ");
    scanf("%d", &w);

    printf("\nEnter the number of frames to transmit: ");
    scanf("%d", &f);

    printf("\nEnter %d frames: ", f);
    for(i = 1; i <= f; i++)
    {
        scanf("%d", &frames[i]);
    }

    printf("With sliding window protocol, the frames will be sent in the following manner (assuming no corruption of frames):\n\n");
    printf("After sending %d frames at each stage, sender waits for acknowledgment sent by the receiver\n\n", w);

    for(i = 1; i <= f; i++)
    {
        if(i % w == 0)
```

```
        {

            printf("%d\n", frames[i]);

            printf("Acknowledgment of above frames sent is received by sender\n\n");

        }

        else

        {

            printf("%d ", frames[i]);

        }

    }



    if(f % w != 0)

        printf("\nAcknowledgment of above frames sent is received by sender\n");



    getch();

}
```

Output:

```
PS C:\Users\agarw\Desktop\Exp6>  & 'c:\Users\agarw\.vscode\extensions\ms-vscode.cpptools-1.25.3-win32-x64\debugAdapters\bin\WindowsD
bugLauncher.exe' '--stdin=Microsoft-MIEngine-In-3ethqms4.iqf' '--stdout=Microsoft-MIEngine-Out-vlhgmi0c.bwk' '--stderr=Microsoft-MIE
gine-Error-rcrquir4.chv' '--pid=Microsoft-MIEngine-Pid-5klid0o3.rcl' '--dbgExe=C:\msys64\ucrt64\bin\gdb.exe' '--interpreter=mi'
Enter the window size: 3

Enter the number of frames to transmit: 5

Enter 5 frames: 12      5       89      4       6
With sliding window protocol, the frames will be sent in the following manner (assuming no corruption of frames):

After sending 3 frames at each stage, sender waits for acknowledgment sent by the receiver

12 5 89
Acknowledgment of above frames sent is received by sender

4 6
Acknowledgment of above frames sent is received by sender
□
```